

U.S. Pat. No. 7,812,222

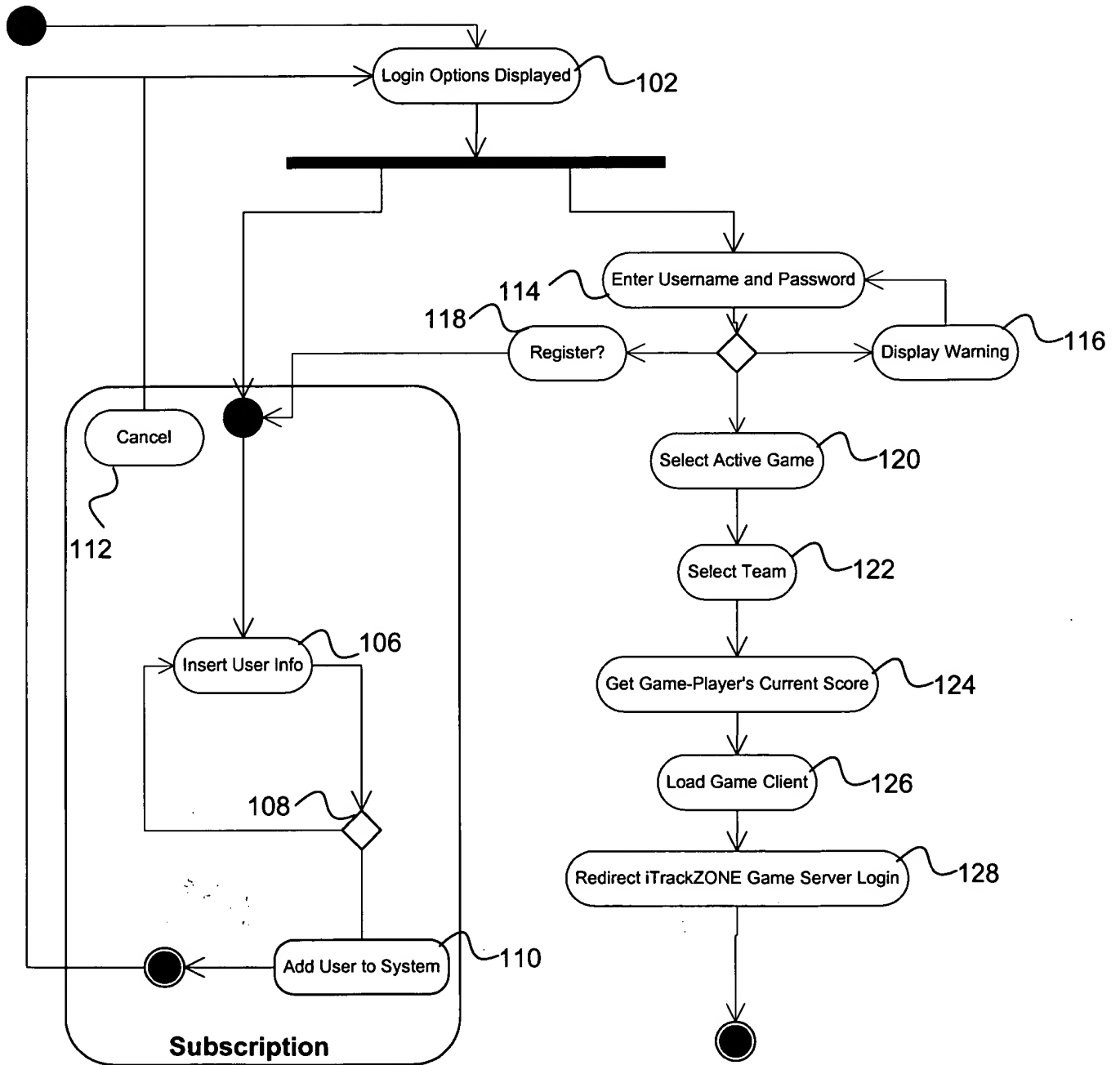


Figure 1

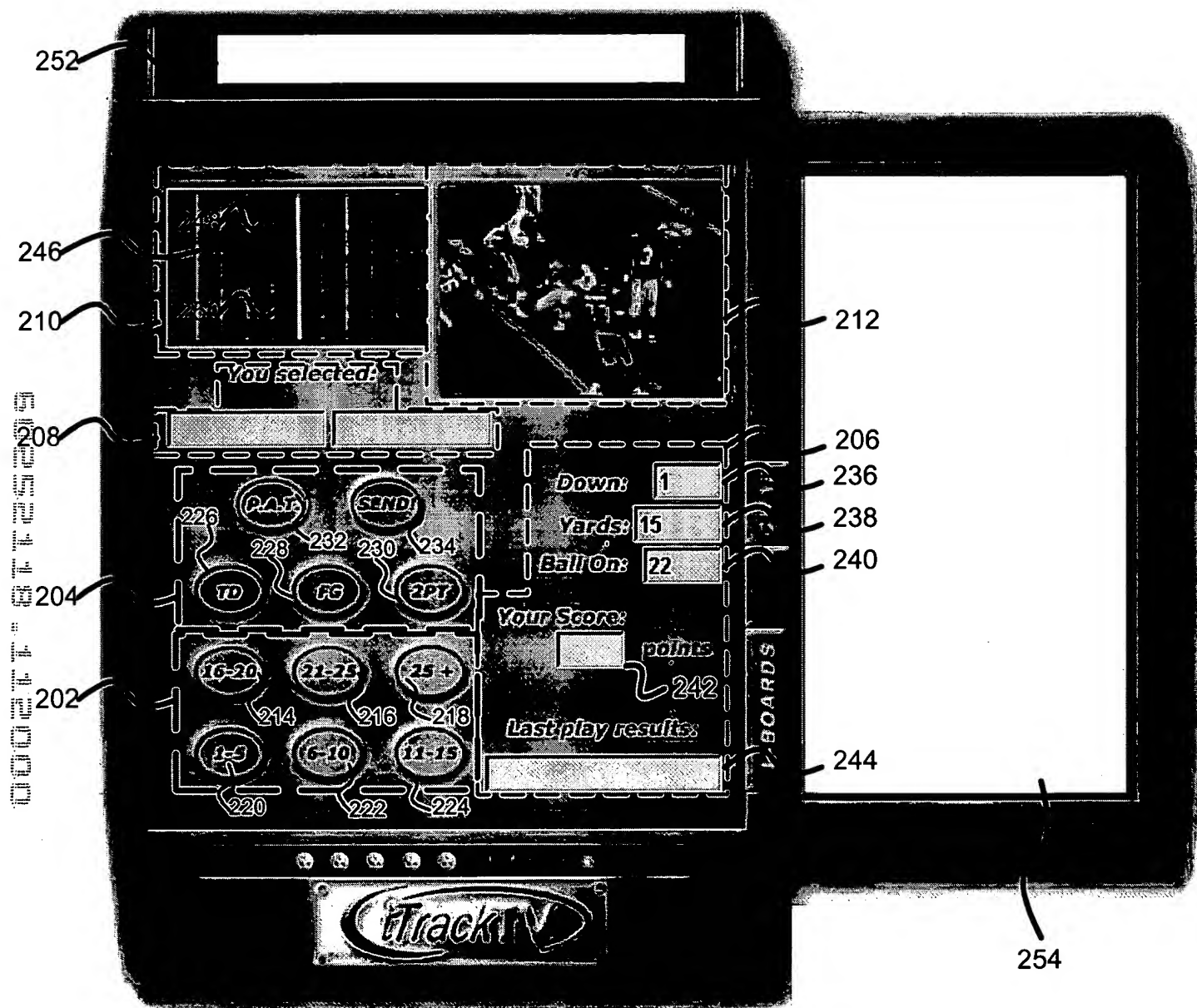


Figure 2

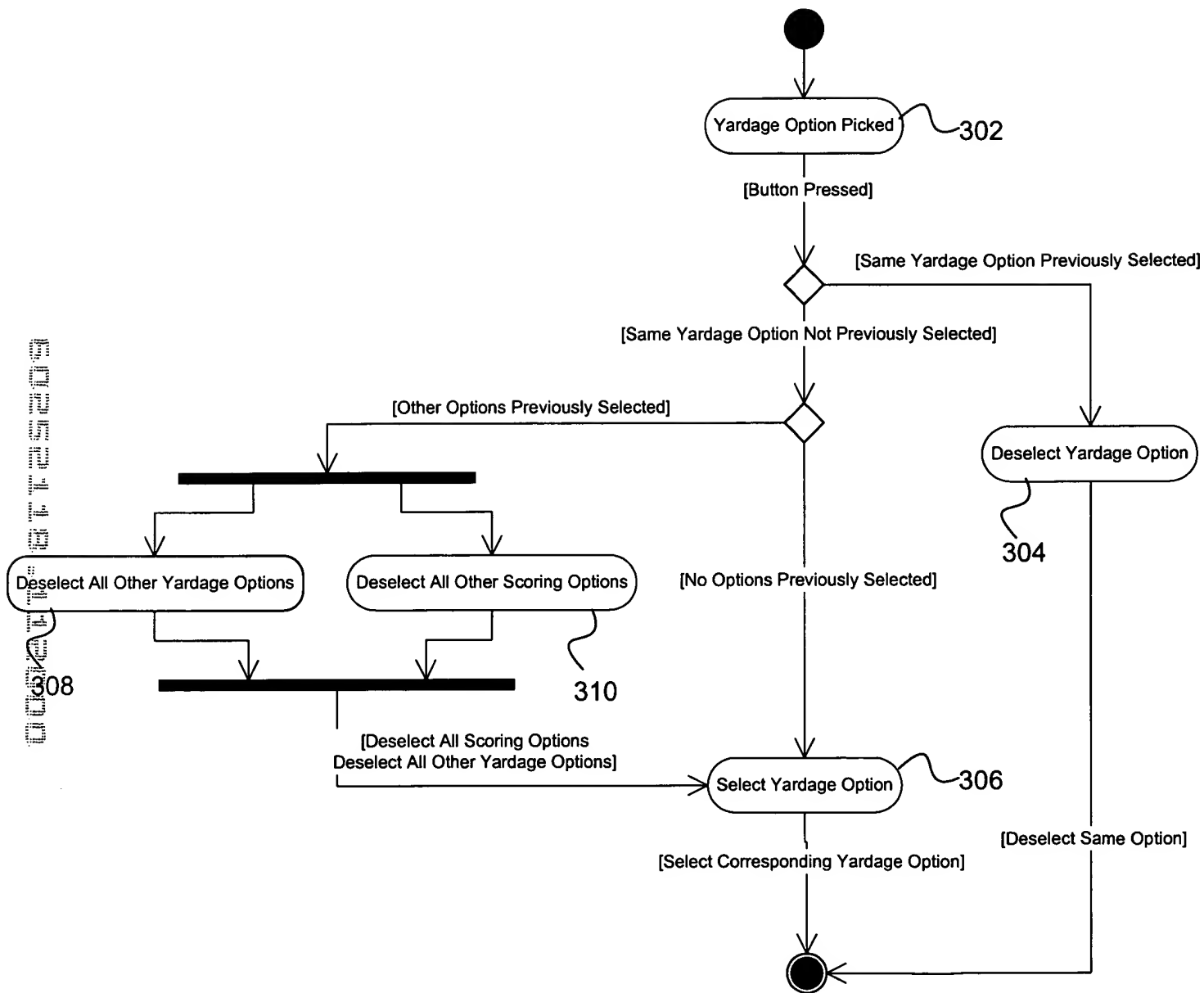


Figure 3

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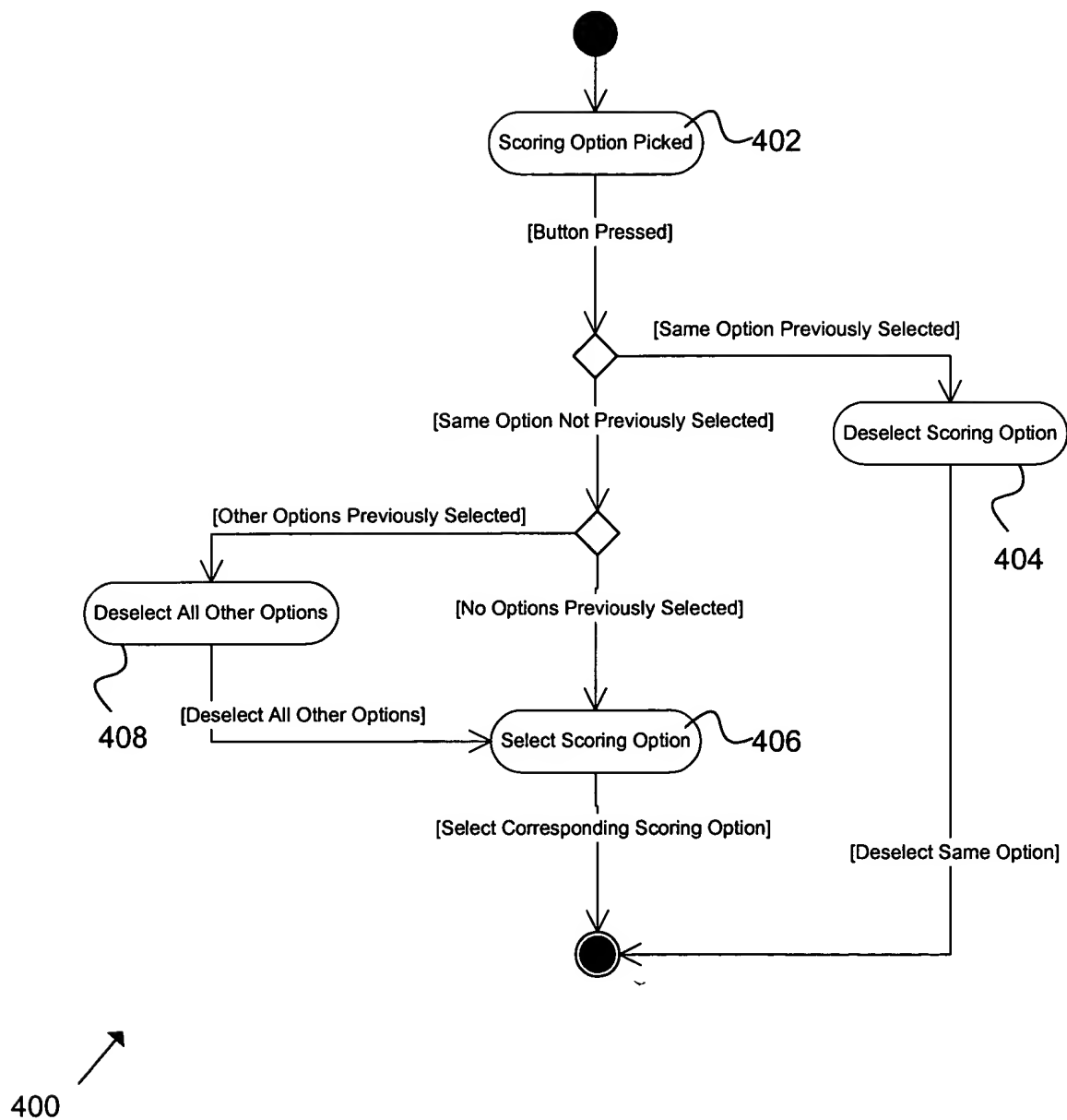


Figure 4

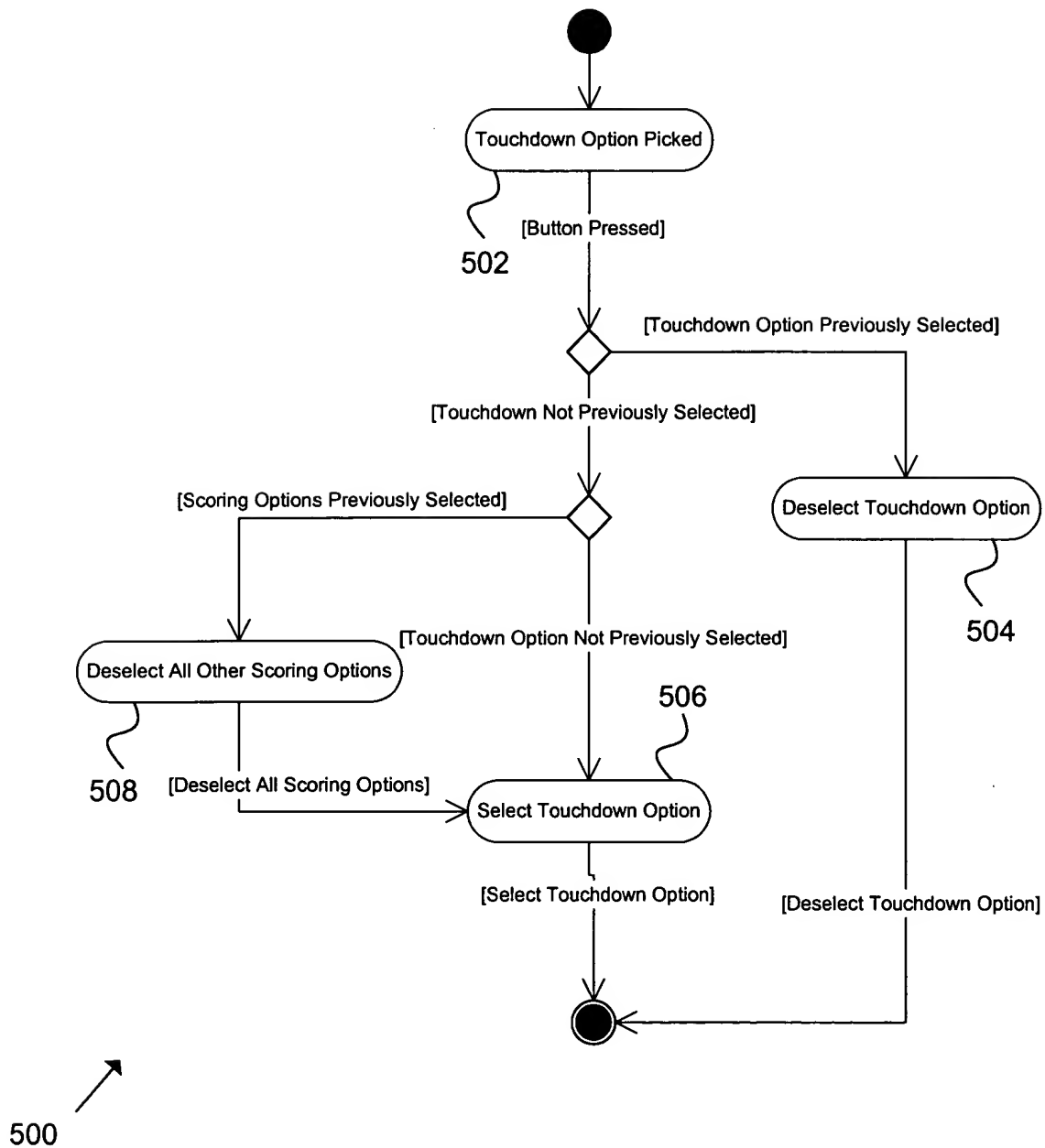
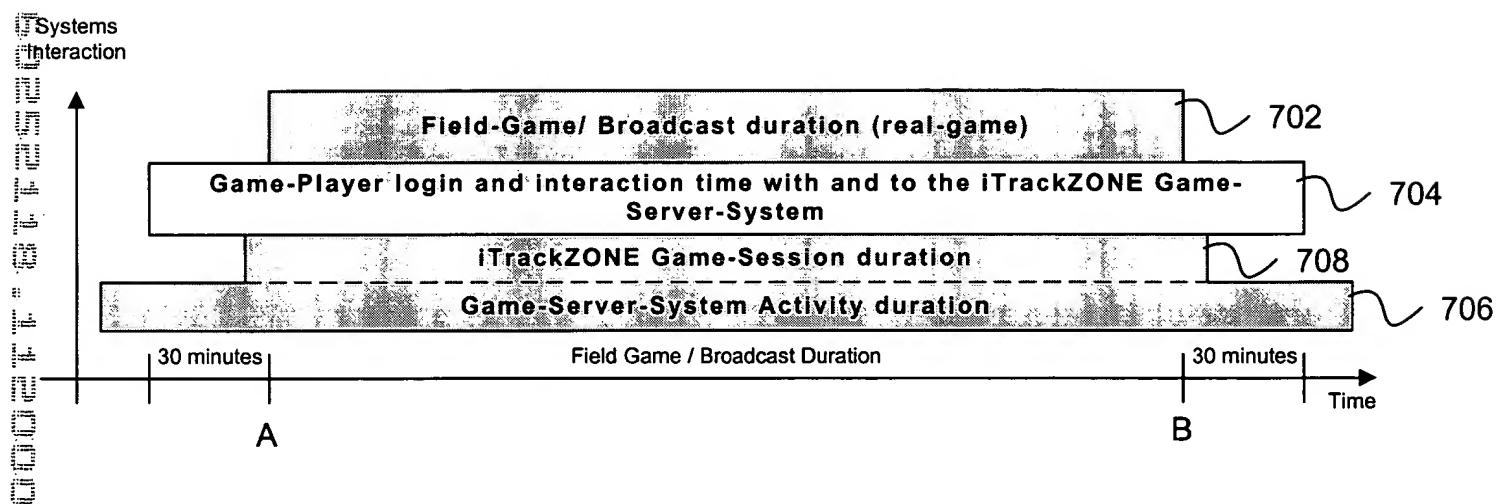


Figure 5

600





700

Figure 7

1	Flow Of Events	Filed Team C	Filed Team D	Track Referee	Game Server System	Game Session	Field Game	Game-Player A Actions	Game-Player A States	Game-Player B Actions	Game-Player B States
2	Over 30 minutes prior to game-session	inactive	inactive	inactive	inactive	inactive	inactive	inactive	inactive	inactive	inactive
3	0 to 30 minutes prior to game-session (Coin Flip) Team C Kicks off the game-session Starts	inactive	inactive	Logs In	Active Game State	inactive	inactive	Selects Field Team G and Logs In	inactive	Selects Field Team B and Logs In	inactive
4	Field-Game-Kicker Signals Referee - Play 1	Defensive State	Offensive State	Selects Team D - Sends START	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
5	Result 1	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
6	Play 2	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
7	Result 2	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
8	Play 3	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
9	Result 3	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
10	Play 4	Defensive State	Defensive State	Selects Team C - Sends Result - Start	Submit Prediction State	Active	Play Stop State	Able to Predict	Active Mode - Submit Prediction Mode	Unable to Predict	Passive Mode - Default Scoring Mode
11	Result 4	Defensive State	Defensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
12	THE ABOVE STATES, MODES AND ACTIONS WILL CONTINUE THROUGHOUT A STANDARD GAME DURATION AND MAY CONCLUDE WITH THE FOLLOWING SAMPLE:										
13	Result #	Offensive State	Defensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Able to Predict	Active Mode - Submit Prediction Mode	Unable to Predict	Passive Mode - Default Scoring Mode
14	Play #+1- Clock Stops	Offensive State	Defensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
15	Result #+1- Clock is stopped	inactive	inactive	Sends Result Only - Game Stop	Game Stop State	inactive	Play Stop State	Unable to Submit Predictions	Game Stop Mode	Unable to Submit Predictions	Game Stop Mode
16	Game Over	inactive	inactive	Logs Out - inactive	Game Stop State	inactive	Game Over	Logs Out - inactive	inactive	Logs Out - inactive	inactive
17	Game Over	inactive	inactive	inactive	inactive Game State	inactive	inactive	inactive	inactive	inactive	inactive





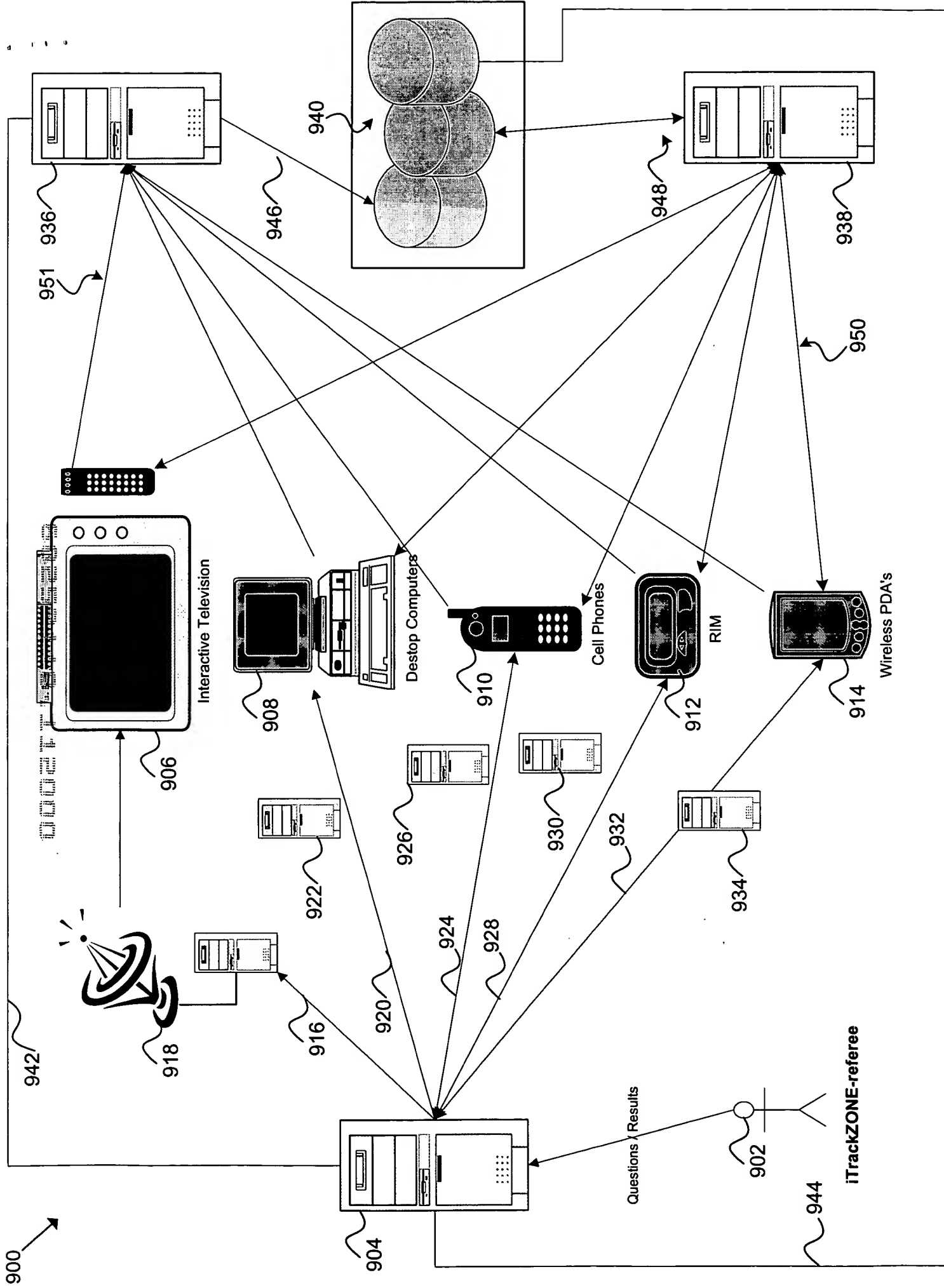


Figure 9

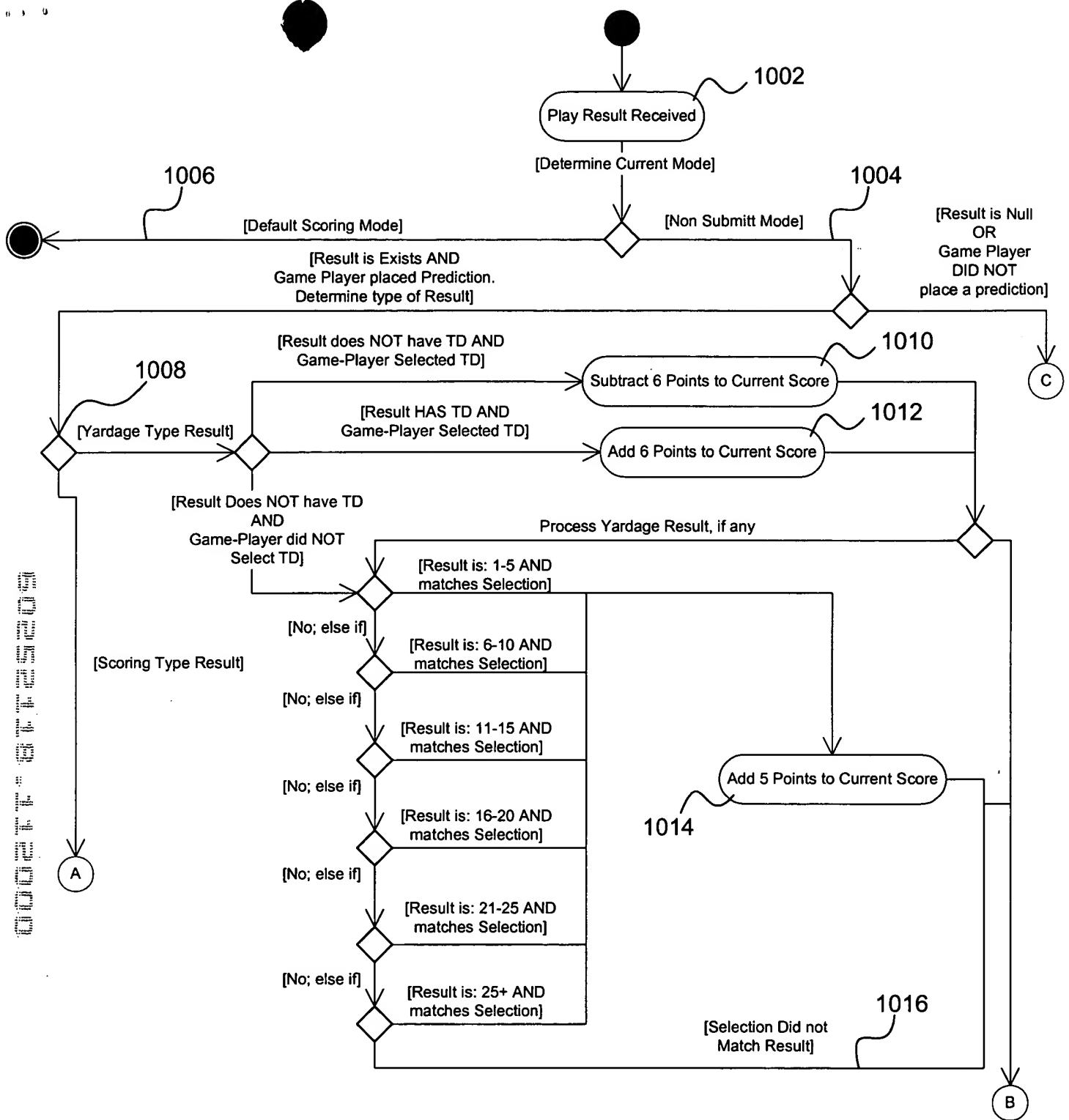


Figure 10A

1000

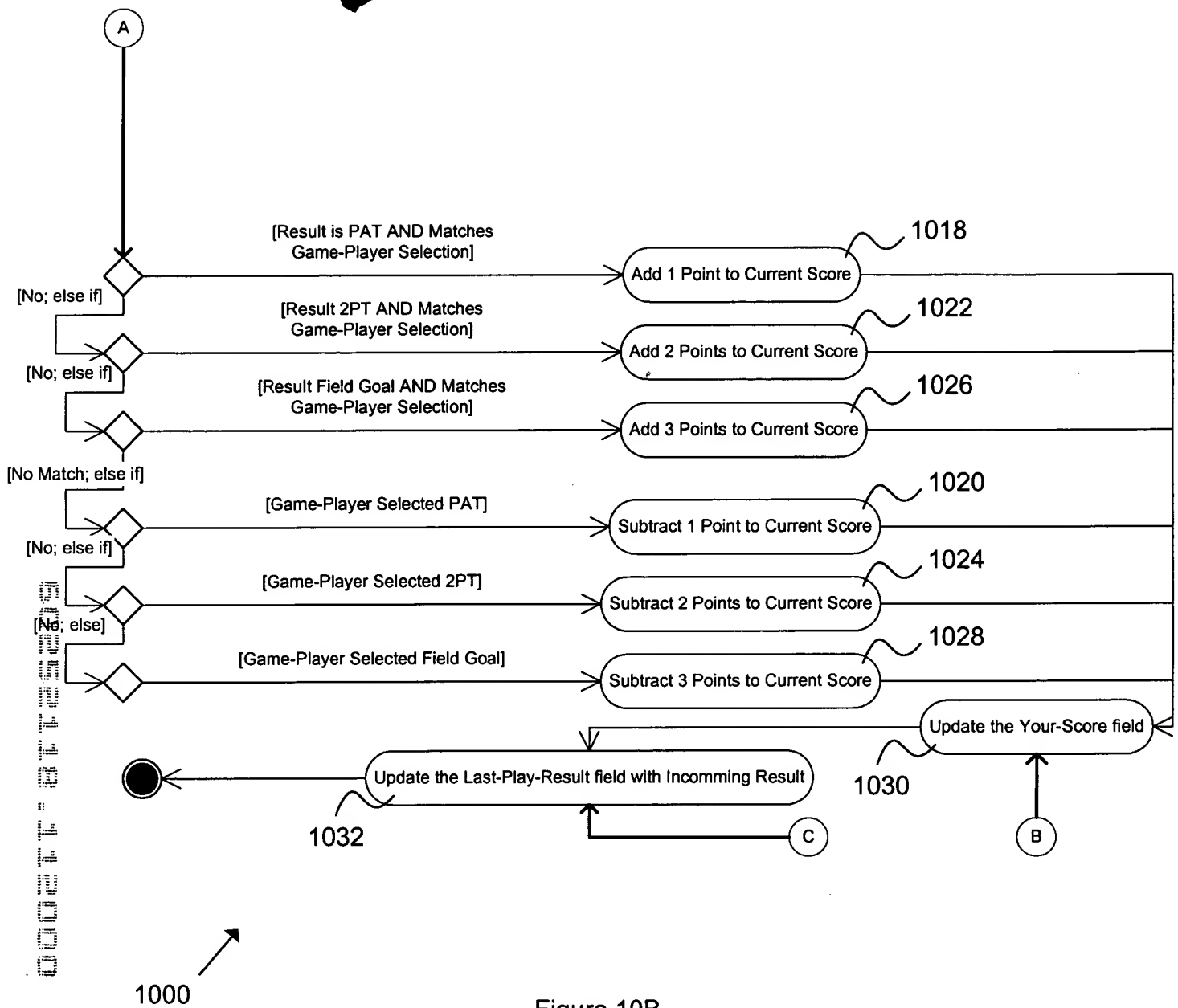


Figure 10B

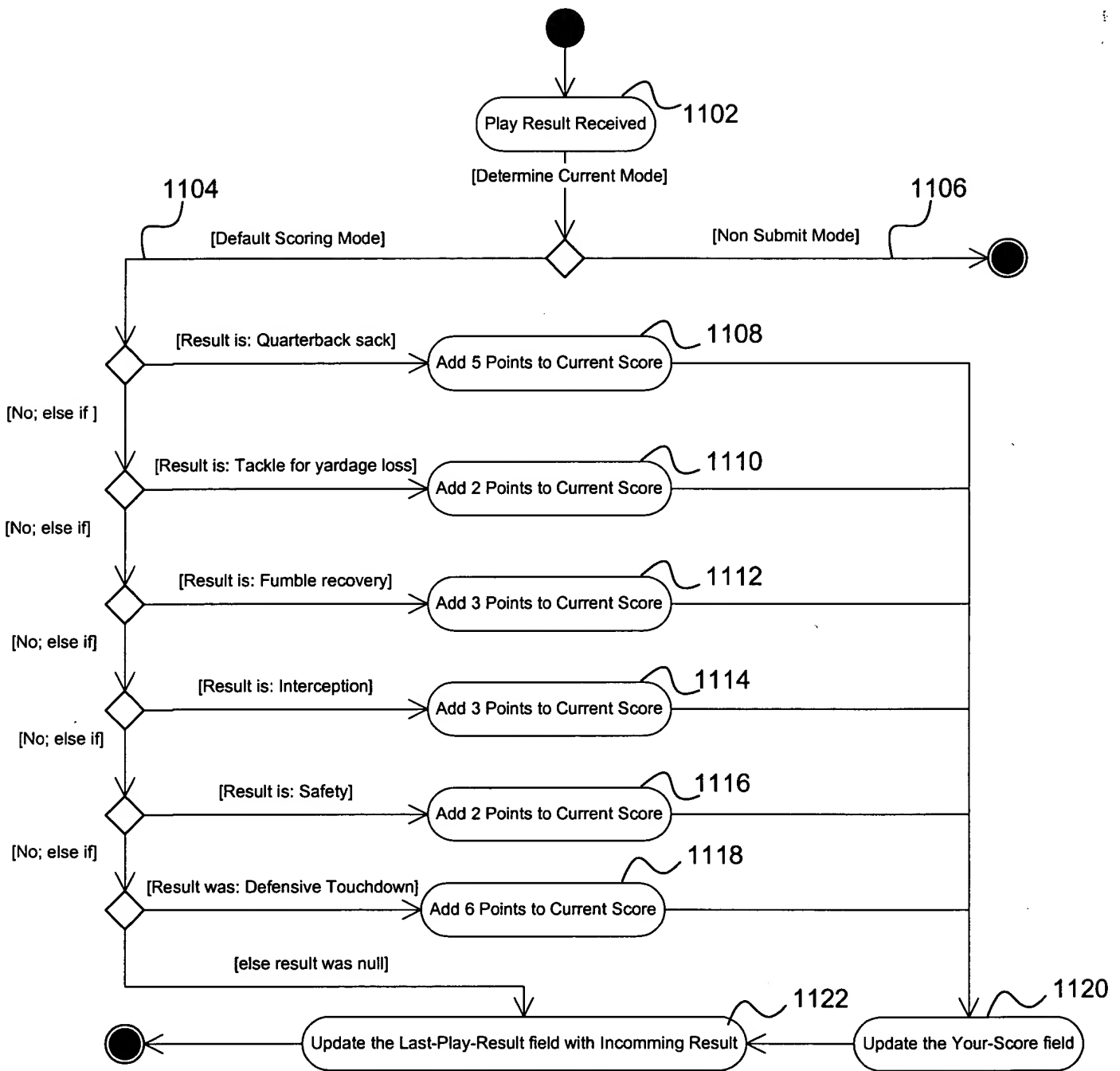


Figure 11

1100

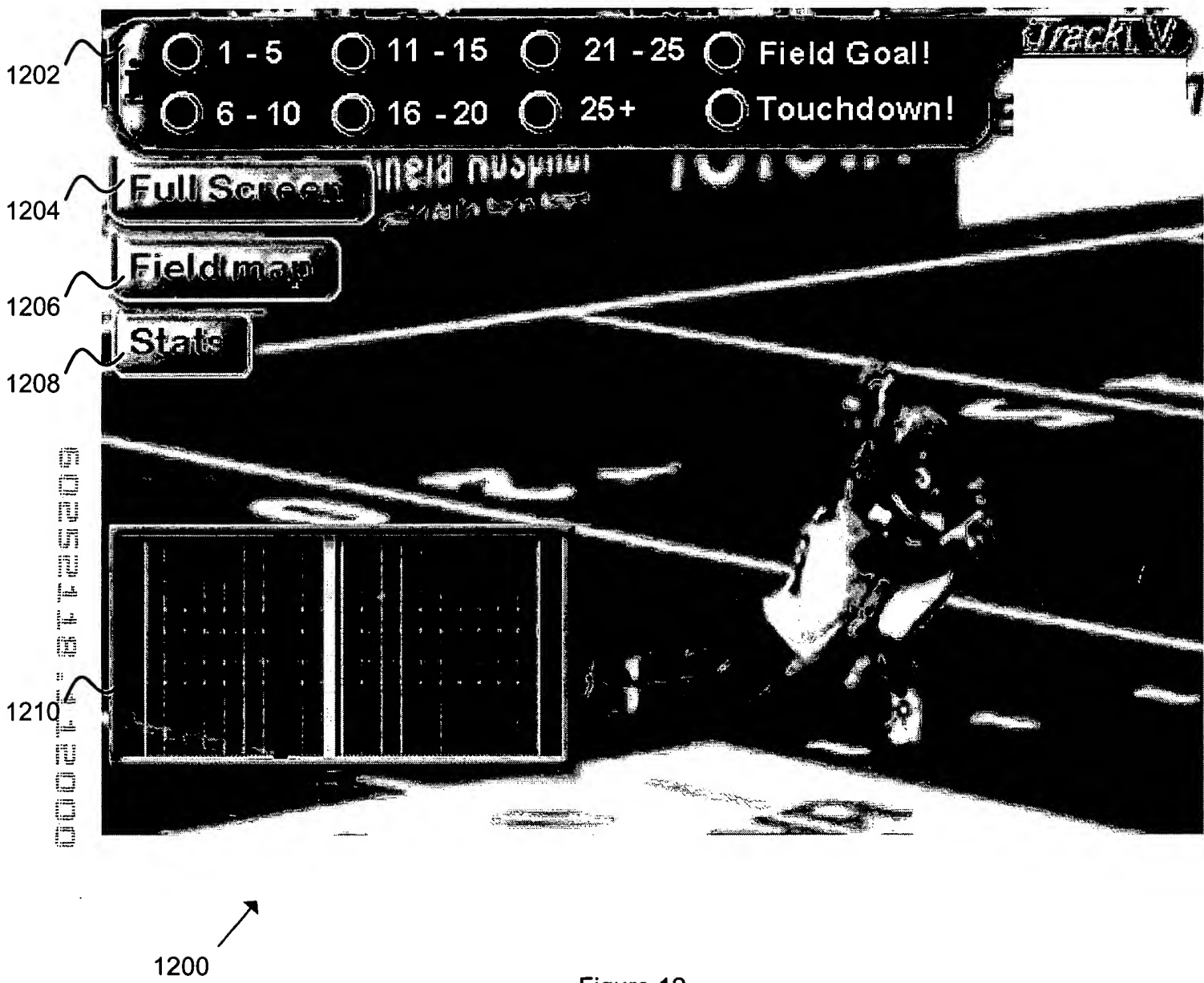


Figure 12